

Painter

Create a new project called Painter*, where the asterisk is replaced by your last name. When you complete this project, export the .aia file to your computer, and submit it on TEAMS. However, the majority of your grade for this assignment will NOT be based on the app itself...

In this project, you will create an application that allows a user to create a drawing on the screen. You may elect to provide several OR just a few basic drawing functions, but will be evaluated based on your ability to use your app for recreation of the drawing below:



Therefore, in addition to your .aia file, **submit a video recording of your app being used to recreate this drawing**. Some resources are provided below for you to use in creating this video via screen recording—alternatively, you can borrow one of the Android devices and a stylus and take a video of their use.

A few things you CANNOT do:

- You may not implement functionality to put the image as a background on the canvas, and thus simply trace over it/color it in.
- You may not calculate/implement coordinates specific to this picture within your program and have buttons that magically draw correctly based on these coordinates (this is why I'm looking at your code as well).
- All drawing should be completed through clicking the canvas (i.e., I don't want the user to have to type information). The only instances where the user should be clicking outside the canvas are to select certain button functions, and the only instances where you may elect to type are in selecting pen size, color, shape type, etc.

Free screen-recording software:

- <https://screencast-o-matic.com/>
- Directions for creating screen recordings using Powerpoint: https://support.office.com/en-us/article/record-your-screen-in-powerpoint-0b4c3f65-534c-4cf1-9c59-402b6e9d79d0#OfficeVersion=Newer_versions
- On Mac, screens can also be recorded using QuickTime